In the Claims:

Please amend the claims as indicated below.

1. (Previously presented) A method of caching a part of digital content data from a content source, comprising the steps of:

acquiring the digital content data from the content source, the digital content including I-frames and non-I-frames, said part of the digital content data including interleaved segments of the acquired digital content data;

separating the I-frames from the non-I-frames to generate a block of multiple I-frames that includes temporally disparate I-frames;

caching the block of separated I-frames without the non-I-frames;

flushing ones of the separated I-frames as a function of a current playback location;

caching a portion of the digital content data that includes both the I-frames and the non-I-frames;

accessing the cached digital content data, including both I-frames and non-I-frames, in response to a standard play mode; and

accessing the cached block of I-frames in response to a trick play mode.

2. (Previously presented) A method according to claim 1, wherein the digital content data are digital audio and/or video data and wherein the block of separated I-frames includes multiple I-frames from both before and after a current playback position.

3. (Previously presented) A method according to claim 1, wherein the method further includes playing back the digital content data stored on the content source, and that the separating of the I-frames from the non-I-frames and the caching of the block of I-frames takes place during the standard play mode.

4. (Previously presented) A method according to claim 1, wherein the number of I-frames in the cached block depends on parameters that include at least a probability of replay

and/or an acquisition time.

5. (Original) A method according to claim 1, characterized in that the digital content data are video data in MPEG format and that the interleaved segments of the acquired digital content data are I-pictures.

6. (Previously presented) A method according to claim 1, characterized in that each of the interleaved segments of the acquired digital content data is a continuously acquired part of the digital content data from the content source.

7. (Previously presented) A method according to claim 1, further including the steps of caching a contiguous first part of the digital content data, that includes both the I-frames and the non-I-frames, and

  accessing the cached data when acquisition of the content data is interrupted.

8. (Previously presented) A method according to claim 7, wherein the steps of caching are implemented in a single memory circuit.

9. (Previously presented) A method according to claim 1, wherein the content source is a storage medium.

10. (Previously presented) A method according to claim 1, wherein the content source is a remote source and wherein the acquisition of the digital content data comprises receiving the digital content data over a network.

11. (Previously presented) A device for caching a part of digital content data including I-frames and non-I-frames and interleave segments and from a content source, comprising:

  a receiver to acquire the digital content data from the content source,

  a processor configured and arranged to

    separate the I-frames from the non-I-frames to generate a block of

  multiple I-frames that includes temporally disparate I-frames;

cache the block of separated I-frames without the non-I-frames;

flush ones of the separated I-frames as a function of a current playback location;

cache a portion of the digital content data that includes both the I-frames and the non-I-frames;

access the cached digital content data, including both I-frames and non-I-frames, in response to a standard play mode; and

access the cached block of I-frames in response to a trick play mode.

12. (Previously presented) A device according to claim 11, wherein the digital content data are digital audio and/or video data, and the block of separated I-frames includes multiple I-frames from both before and after a current playback position.

13. (Previously presented) A device according to claim 11, wherein the device further comprises components to play back the stored digital content, and the processor is configured and arranged to separate the I-frames from the non-I-frames, to cache the block of separated I-frames and to flush ones of the separated I-frames during the standard play mode.

14. (Previously presented) A device according to claim 11, wherein the amount of cached digital content is determined in dependence on parameters that include a probability of replay and/or an acquisition time.

15. (Previously presented) A device according to claim 11, characterized in that the digital content data are video data in MPEG format and that the interleaved segments of the acquired digital content data are I-pictures.

16. (Previously presented) A device according to claim 11, wherein the receiver is configured and arranged to continuously acquire the interleaved segments of the acquired digital content data from the content source.

17. (Previously presented) A device according to claim 11, wherein the device is configured and arranged to use a memory as an anti-shock buffer by caching of a contiguous part of the digital content data that is suitable for use as anti-shock buffer data.

18. (Previously presented) A device according to claim 17, wherein the processor is configured and arranged to perform said caching in a single memory circuit.

19. (Currently Amended) A device according to claim 11, wherein the processor is configured and arranged to separate the I-frames from the non-I-frames during the standard play mode and to cache the block of separated I-frames without the non-I-frames during the standard play mode, wherein the content source is a storage medium.

20. (Previously presented) A device according to claim 11, wherein the content source is a remote source, and wherein the receiver is adapted to receive data over a network.

21. (New) A method of caching data, the method comprising:
      receiving digital content data from a content source, the digital content data including interleaved segments of data and including I-frames and non-I-frames;
      during a standard play mode,
            caching a portion of the digital content data that includes both I-frames and non-I-frames,
            accessing the cached portion of the digital content data that includes both I-frames and non-I-frames for playback,
            separating I-frames of the received digital content data from non-I-frames of the received digital content data to generate a block of multiple I-frames that includes temporally disparate I-frames,
            caching the block of separated I-frames without any non-I-frames, and
            flushing ones of the separated I-frames as a function of a current playback location; and

in response to selection of a trick play mode, accessing the cached block of separated I-frames for playback.

22. (New) The method of claim 21, wherein the cached block of separated I-frames includes multiple I-frames from both before and after a current playback position

23. (New) The method of claim 21, wherein receiving digital content data from a content source includes receiving the digital content data from a remote content source over a network.

24. (New) The method of claim 21, wherein the cached block of separated I-frames includes a number of I-frames that is determined based on at least a probability of replay of the received digital content data and an acquisition time of the received digital content data.